

# Claims

- [c1] 1. A method of playing board games on models of arbitrary compact two-dimensional manifolds.
- [c2] 2. The method according to claim 1 wherein the manifold is a cylinder.
- [c3] 3. The method according to claim 1 wherein the manifold is a Moebius tape.
- [c4] 4. The method according to claim 1 wherein the manifold is a torus surface.
- [c5] 5. The method according to claim 1 wherein the manifold is a Klein bottle.
- [c6] 6. The method according to claim 2, 3, 4, or 5 wherein the game is "renju" or "five-in-line".
- [c7] 7. The method of rotating the board of methods 1 to 5 that places different board cells in the visible center of the board.
- [c8] 8. The computer program product implementing methods declared in claims 1 to 7 wherein the player plays with a computer.

- [c9] 9. The computer program product implementing methods declared in claim 6 wherein the game is played on two or more portable computing, gaming or communication devices communicating via a network.
- [c10] 10. A special device having a display and a processor, implementing the method of 6.